Project proposal and plan

In this document we will be proposing the conception of a game management and launcher software known as Jump Pack.

The Application domain:

Jump Pack is a computer game management system for windows that will allow you to launch and run all your favorite games from one place ending the need for multiple clients. In addition to this Jump Pack will keep you up to date on the latest releases and is able to suggest new games you might be interested in buying and adding to your collection.

Our main motivation for creating Jump Pack is that we noticed that many big games and developers such as Steam, Origin, Blizzard and many MOBA titles still all utilize their own launchers leading to a cluttered and confusing desktop. By introducing a one stop launcher for all these titles we make getting into your favourite games easier and quicker than ever.

Our target audience for this program is both game users and developers. For gamers we want to talk to current players about what clients they are using at the moment and where they fall short in doing so we can incorporate this feedback into creating an appealing and user friendly environment. No games launcher works without the cooperation of developers and as such we want to give them the best chance of gaining exposure for their games. By showing we can expand their player base and potential sales with our new suggestion features we hope to draw in possible additional ad revenue from them.

As a one stop launcher Jump Pack has to contend with many different types of games and formats. To this end we see possible future constraints in platform type as well as localization rights between countries and DRM complaint games. Computer game launchers is a competitive market and ensuring we have a large enough user base to sustain the project is a vital consideration as we move forward with this plan, we should able to take steps to ensure this by interviewing and recording what needs are currently unmet by current game launchers.

Meet The team:

Our team has a mixture of experiences and expertise with all of us having at least some basic level of programming proficiency. All project matters will be discussed and resolved as a group with Sam in charge of the collection of any work completed.

Samuel: Having studied game development at university previously I have experience with Visual basic, C, C++, Python and Java programing languages in creating game prototypes. I am also able to grasp concepts fast and adapt on the go. However my main weakness is I

tend to fall short when planning and instead opt to do the work as I go, as such I can often find myself rushed for time near the end of a project.

Ricky: My main strength is experience programming in C, Python, Java and Lua but only have some experience with big projects in a team. My last big project was my A level computer science project where I had to design and implement a 2D naughts and crosses game in Python which allowed the user to play against another user or against an AI at different skill levels. My weakness will mainly be in the design side of things, when programming I usually design whilst implementing or skip design completely.

Ahmed: My main strengths would be programming in Java and Python as well as dealing with databases. As I have worked on things with groups before, I would say that my communication skills are good and team organisation isn't a problem for me. However I have not worked on something of this size so there are things that I can work on as I go through the project. I also have a weakness when it comes to the designing and graphical parts of things but I am sure I will learn along the way. I would also say time management is a weakness for me.

James: Prior to uni I was working in team environment for my area, where we had to work together to ensure all of the allotted jobs were completed and that the customer had a working service for their use. This will help me in this project as ensuring that the project is kept to its specification and that the end product is fully functional for the brief. My programming knowledge is based mainly on the units from Yr1. Although i have prior experience developing code for a C++ system in my own time. My weakness is mainly managing my time effectively for all of the units, I will ensure that any accompanying documentation is of a good quality as this is something i normally slip up on.

Liam: My primary strengths evolve around game development and low level API network programming (udp/sockets). C# and C++ are the languages I'm most confident with. I spend the majority of my free time working on my own video game due for release sometime in 2019. Creating efficient workflows and smart documentation are also one of my traits. My weaknesses come in the forms of UI/UX designs as well as creating engaging graphics.

Vihan: My main strengths are my knowledge of C, C++, Java and Python. I am confident in creating guis and designing each aspect of it. My weaknesses are the fact that I tend to not manage my time well and end up rushing things last minute.

Jose: Even knowing that I still need to learn a lot I consider my main strength programming/coding because is something that I like to put effort and time in, to achieve more knowledge about it and learn new tools. So far, the programming languages that I know better are Java and Javascript. In terms of game development the project that I made by myself was a simple Snake game written in pure javascript. I never worked on a big project or with a team so I consider that my big weakness as it involves a lot of communication and organization as a team.

The process:

Our general process follows the guidelines below, in addition to this we also have weekly meetings to check on the progress of individual members and tasks to ensure the plan is going smoothly and so we can make any adjustments as needed.

Deadline	Submission	Mark	Feedback
2-Nov-2018	Project proposal and project plan	10%	30-Nov-2018
7-Dec-2018	System Requirements Specification	25%	15-Feb-2019
22-Feb-2019	Design Documentation	25%	22-Mar-2019
5-Apr-2019	Prototype (demo and code)	30%	10-May-2019
10-May-2019	Final submission	10%	30-May-2019

All work is being completed as a group effort but we have allocated these tasks to select individuals as their priority task:

Sam: Completion of and plans and paperwork, plan out survey for potential users and organise the collection and combination of individual tasks.
James: Collection of game information and content vital to the use of Jump Pack and to create a LOGO
Ahmed: Creation of the database and back end of the system to store the information.
Vihan: Creation and design of the GUI.
Ricky: Help plan meetings and take notes and provide any additional support on individual tasks when needed.
Jose: Development of the system.
Liam: Development of the system.

To complement the development of the program we will also be conducting a survey of potential users as well as gathering information about our competitors platforms.

Logistics:

Project meetings are set to be held on every friday at the university between 10am-12am. The meeting will begin by briefly reflecting on our progress so far before setting goals on what we should accomplish by the following weak.

We will use the remaining time to work on our projects or provide help to each other as needed. Our main source of communication is a communal whatsApp group to discuss matters and all work is to be completed and uploaded to a shared google drive or github.

In the case of conflicting opinions the individual who is assigned to that task takes precedence unless it would cause undue stress or work for other individuals. Any major disputes or project wide decisions will be resolved by majority vote.

To assure the attendance and contribution of all team members ricky is in charge of taking and maintaining an attendance sheet in excel. At the end of the meetings Sam will produce a summary notes that will be uploaded to the google drive should we need to reflect on what has been done so far.